

The Duel

TEST DRIVE II™



The Manual for Commodore Cassette



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Music: Kris Hatlelid

Manual: Jeff Hoff

Imagine the desert. Flat. Hot. Roads that drill straight ahead into perpetuity. A driver's dream. Now, imagine yourself at the wheel of a silver gem known as the Porsche 959. The world's fastest production car. That's what they told you when you plunked down your quarter-of-a-million dollars, anyway. You're cruising at 200 KPH, feeling very royal, very king-of-the-road.

Nothing in these parts can touch you. Or so you think.

Suddenly, there is a blur in the passing lane.

You blink. Whatever it was had to be going at least 240 KPH. You put your pedal to the metal and investigate. Up ahead, in a perfect red haze of automotive harmony, cruises a machine unlike any you've seen before. Your jaw drops. It's the legendary Ferrari F40 — as sleek a piece of Kevlar and carbon-reinforced plastic as ever rolled off a production line.

You pull even. The other driver looks you over. He raises his thumb ... then roars ahead, finding another 40 or 50 KPH in the bowels of his 478-horse, twin-turbo V-8. You glance at your instrumentation. You've always wanted to explore the depths of that famous Porsche 6th gear. You shift. You rocket, head to head, down the desert chute. You wind up treacherous mountain curves. You hurtle through lush woodland corridors.

And the cops are out in droves.



HOW TO LOAD THE DUEL

Commodore 64/128

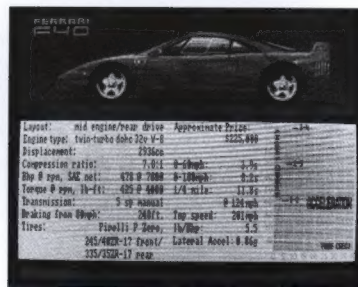
- 1 Connect your joystick to Port 2. Remove any cartridges.
- 2 Turn on your computer and cassette player.
- 3 Insert the *The Duel: Test Drive II* into the cassette player, label side up, and close the door.
- 4 Press and hold the SHIFT key, then press the RUN/STOP key.
- 5 At the prompt, press the play button on the cassette player.

HOW TO SET UP A RACE

Your choices include (and it's good to choose them in this order):

(1) Your Car

- A picture of the current selection is displayed in the Setup screen. To choose other cars, highlight then press the **fire button**.
- After the screen dissolves to the Car Selection screen (like the ones pictured below and on page 2), use your joystick to scroll through the available cars. When your favorite appears, press the **fire button** and the screen dissolves back to the Setup screen.



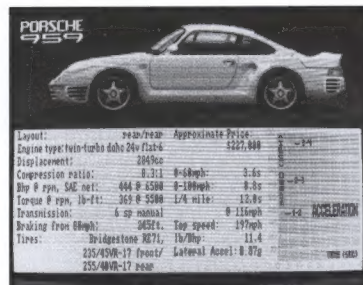
The Ferrari F40: Anything that can put a quarter-mile behind you in 11.8 seconds should be classified top secret, but here's the specs. Everything except what the pit of your stomach feels like, cornering at 200 KPH. (Hint: It has been described as "the Ferrari shriek.")

The Duel

HOW TO SET UP A RACE (Continued)

(2) The Other Car

- This displays your competition if you elect to race the computer. Highlight, press the **fire button** and the screen dissolves to the Car Selection screen. Choose the computer's weapon and press the fire button to return to Setup.



The Porsche 959: Is it truly the production zenith of modern automotive engineering? Get it up to 240 kph on a straight stretch of road. Then try to figure out if that's a shimmy you feel — or just the racing of your insane, babbling heart. (Hint: Porsches don't shimmy. Ever.)

(3) Do you want to race against the clock?

- Highlight the stopwatch, press the **fire button** and you're off to the Skill Selection screen.

(4) Or battle the relentless, icy cool driving hand of the computer?

- Highlight the computer, press the **fire button** and you go to the Skill screen.



CHOOSE YOUR SKILL LEVEL



The Skill screen: After choosing your car and competition, it's time to honestly assess your talent. From wimp to stud.

There are 12 levels of difficulty. Here's a quick breakdown of the range for the different variables:

Skill level	1	2	3	4	5	6	7	8	9	10	11	12
Auto shift	x	x	x	x								
Opponent speed	90 MPH											Up to Max Speed
Cop speed	120 MPH											200 MPH
Traffic density	50%											100%
Traffic speed	30 MPH											60 MPH
Scoring	33%											100%

- Move your joystick left or right to choose a level, then press the **fire button**.

CHOOSE YOUR SCENERY

- At the prompt, if you will be using the scenery that comes with The Duel, remove the cassette, flip it to side B and insert it into the cassette player. Rewind to beginning of the tape, press **play**, then press the **fire button**.

If you will be using the California Challenge scenery cassette, remove The Duel, insert California Challenge, press **play**, then press the **fire button**.

The Duel



Need a Change of Scenery?

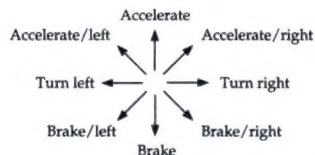
The Duel comes with a richly-varied roadscape, but another Scenery Disk – *California Challenge™* with seven additional roads – is available. To find out more, visit your favorite software store.

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HOW TO DRIVE YOUR CAR



To shift your car with these controls, accelerate or decelerate until you're ready to change gears, then simultaneously press the **fire button**.

ADDITIONAL CONTROLS



Makes the Gear Shift appear and disappear on screen



Pauses the action – press any key to continue



Toggles music off and on



Toggles game sounds off and on



Takes you to the Setup screen

SAVE

There is no way to save a race.



Fast mode – The game drives faster, but you lose some resolution/detail. Toggles on and off.

THE COCKPIT



Trip Meter and Clock
Rear View Mirror
Radar Detector
Tachometer
Speedometer
Gear Shift

The Cockpit: everything you need to get into a heap of trouble.

Tachometer

Large gauge in center of dashboard. Registers in thousands of revolutions per minute (RPMs) of your drive shaft. The bigger the number, the harder your engine is working. If you work it too hard, or "red line" — that is, push the tach needle into the red area — you'll blow all your precious horsepower right out the tailpipe.

Steering Wheel

The joystick turns the wheel left or right. The dot on the top moves to show you how far off of straight you are.

Radar Detector

Located on sun visor in upper left of windshield. A blinking light means it's on. If the light flashes and beeps, slow to the speed limit, because lurking nearby is your worst nightmare: A state trooper with (1) an attitude and (2) a shortfall on his weekly ticket quota.

Of course, you could try to outrun the toast. But you better be good.

Police

A cop will chase you until you either outrun him or he passes you. In the latter case, you must stop and get a ticket. (Getting a ticket is not a good thing. Not only do your insurance rates go up, but the clock is still running and you lose valuable time.) If you crash into a cop, the game is over. That's justice.

The Duel



Speedometer

Near the middle of the dashboard. You can't miss it. Your speed is measured in KPH (kilometers per hour).

Trip Meter and Clock

Critical info. The meter goes down, telling you the distance left in the leg. The clock goes up, tracking how long it takes you to negotiate the leg.

Gear Shift

To make it appear and disappear from the screen, press **D**. If the display is off, the gear shift appears only briefly when you shift.

Rear View Mirror

Monitor it well. Especially at higher levels, watch out for your zealous highway idiot of an opponent. A keen eye to the glass will help you keep on top of ol' Smokey too.

TAKE A TRIP

Lives. You start with five, which is less than a cat gets, but still pretty generous. You lose a life every time you crash or get a penalty. But you gain one each time you refuel.

Penalties. You lose a life and get 20-second penalties (added to your time) if you crash, blow an engine or run out of gas.

Gas. Elixir of the road gods. When you see a sign like the one in Diagram 19.5, start thinking about filling up. When the two white lines pop up beside the gas station (like the ones in Diagram 42.76), stand on the brake and pull onto your side of the road. If you don't stop between the lines, you can't refuel. That's not good — and you'll find out why in a few miles.

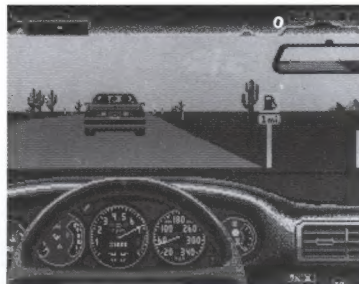


Diagram 19.5: Your car may begin to pant when it spots the universal symbol for petrol.



Diagram 42.76: A guy named Vern owns this station which he calls "Eat Here and Get Gas."

Go. Rev the engine, fool. You are now in gear. If you're on a manual shift level, pop it into gear and go.

Shift. To shift up, hit the fire button while holding the joystick up. To shift down, hit the **fire button** and while holding the joystick down.

Resurrections. After each crash or penalty, press the **fire button** to continue the duel. If you run out of lives ... well, cheer up, even Rome fell. Don't quit. Ignore the callous insults flung at you by the computer and take another shot.

The Duel

SCORE SCREENS

One or two score screens that resemble Z1 and Z2 will appear after each leg of the race is finished.

```

Come on! Use that lead foot of yours.

Section 1 2.7 miles
Your time: 1:16.6 + 0:40 penalty
Your avg speed: 88 mph
Your score: 6580 points
Best time: 1:16.6
Best avg speed: 88 mph
Best score: 6580 points

Overall Performance
Your time: 1:16.6
Your score: 6580 points
Best time: 1:16.6
Best score: 6580 points

Press key or joystick to continue...
```

Z1

```

You won this round!!!
You are winning the game!!!

Section 1 2.7 miles
Your time: 1:16.6 + 0:40 penalty
Your avg speed: 88 mph
Your score: 6580 points
Other's time: 5:54.2 + 2:00 penalty
Average speed: 20 mph
Other's score: 154 points

Overall Performance
Your time: 1:16.6
Your score: 6580 points
Other's time: 7:54.2
Other's score: 154 points

Press key or joystick to continue...
```

Z2

The stopwatch never lies: When you race alone, a screen like Z1 appears to reward or scold. Three stats are featured – Best Time, Ave. Speed, and Total Points. The best of your current playing session will be recorded. They are kept independently and may not come from the same run. When you race against the computer, the screens appear sequentially – Z2 first. You start with a clean score screen each time you power up your computer.

The Duel



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